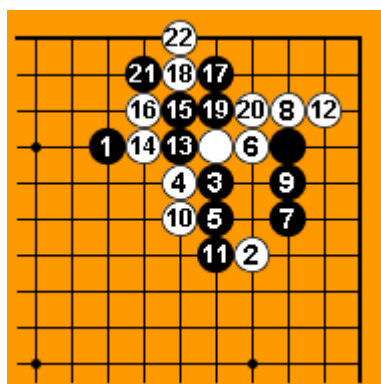


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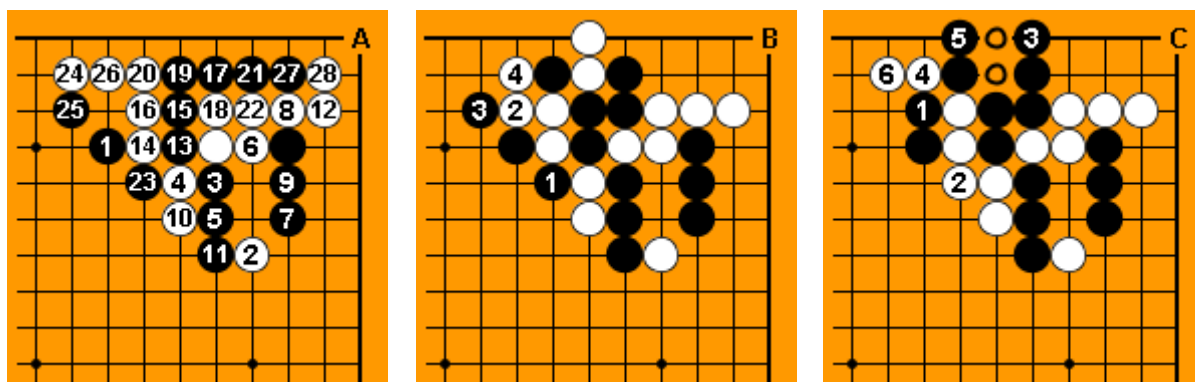
Trick-moves contest

Plan #1



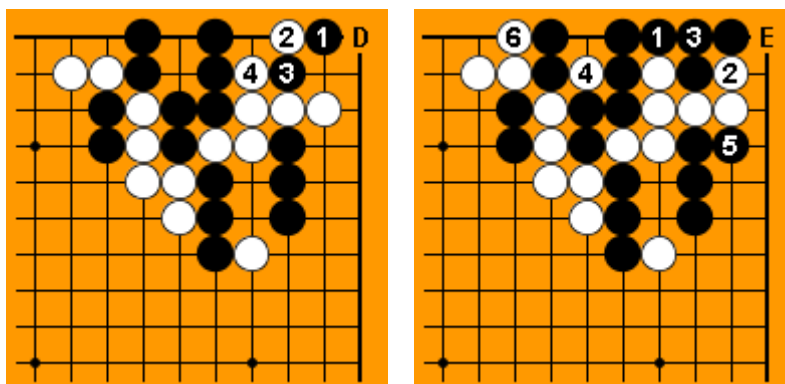
I received this variation from Lucas Galfaso. He explained this trick-move in details. I bet, it is not his own trick. I saw it before and even used it in some of my own games! As well as I know, it was invented by Song Taegun, 8-dan from Korea 4-5 years ago. Note: White can use it, only if the ladder is favorable. It's really hard to find the punishment, even for high dan players.

First of all I will show you the classic joseki (Diagram A, the ladder is necessary again). Usually Black is sacrificing his stones and playing the ladder breaker.



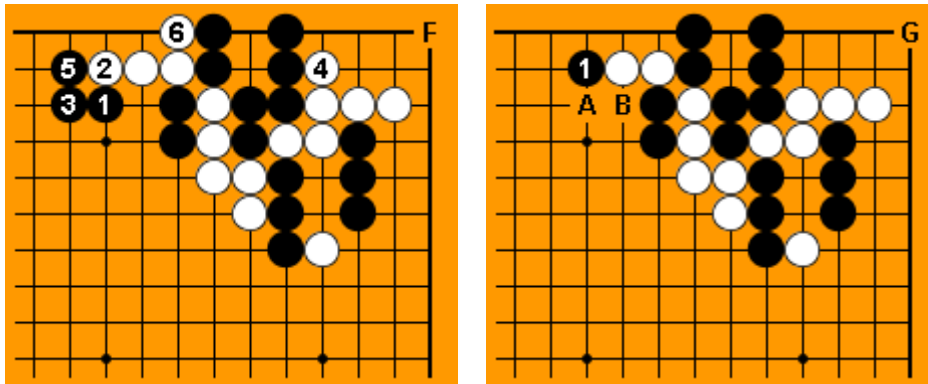
Black can use the same idea and prepare the ladder breaker as on Diagram B, but the adjt of his stones would be much smaller (comparing with Diagram A).

First few moves (Diagram C) are quite clear, but it's really hard to find the next one. We will start from the corner. Is it possible to capture it?



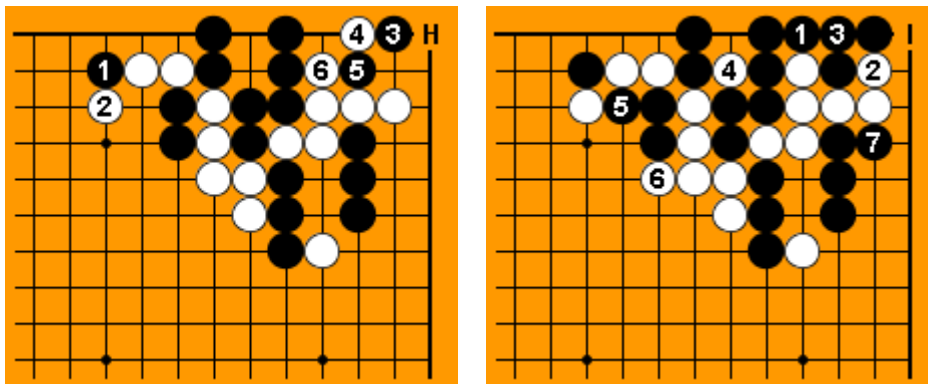
Black can jump at 1 on Diagram D and start the race (we explained it on two diagrams). After White's Atari at 6 on Diagram E, Black must capture the single stone, so White will throw the

stone at 1-1 and start the ko fight, taking the ko first. It would be hard for Black to find the threat, considering that the board is empty.
White's corner cannot be killed. How about his stones on the side?

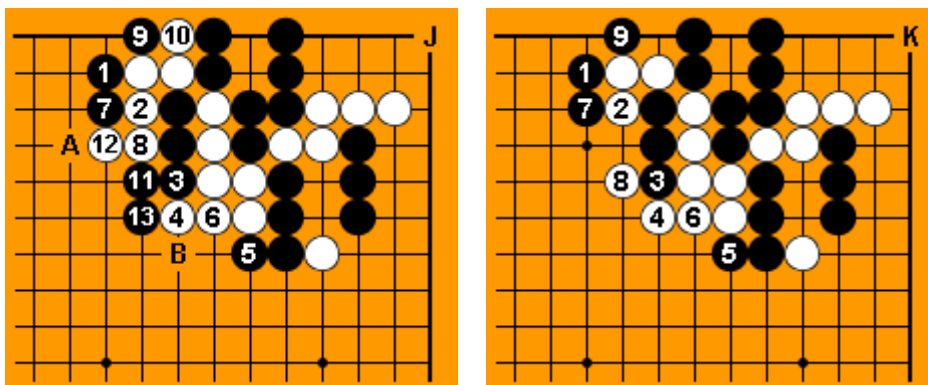


You can see it on Diagram F. Black is one liberty behind and cannot win the race.

Black 1 on Diagram G is a brilliant tesuji, punishing White's plan. It's very hard to find it in real game. White has two answers to think about: A and B. We will see them both.



In case of hane at 2 on Diagram H, Black can start the capturing race in the corner. He can win it, because of the damedzumari! You may compare it with Diagram E and feel the difference.



White can extend at 2 on Diagram J, but it's not working too. Black will create a miai points after Black 13.

White can capture the cutting stones like on Diagram K, but how can he save the corner after Black's connection at 9?

Be careful with this trick-move! You may lose more than 20 points in case of the correct punishment!

Thank you, Lucas, for showing it!